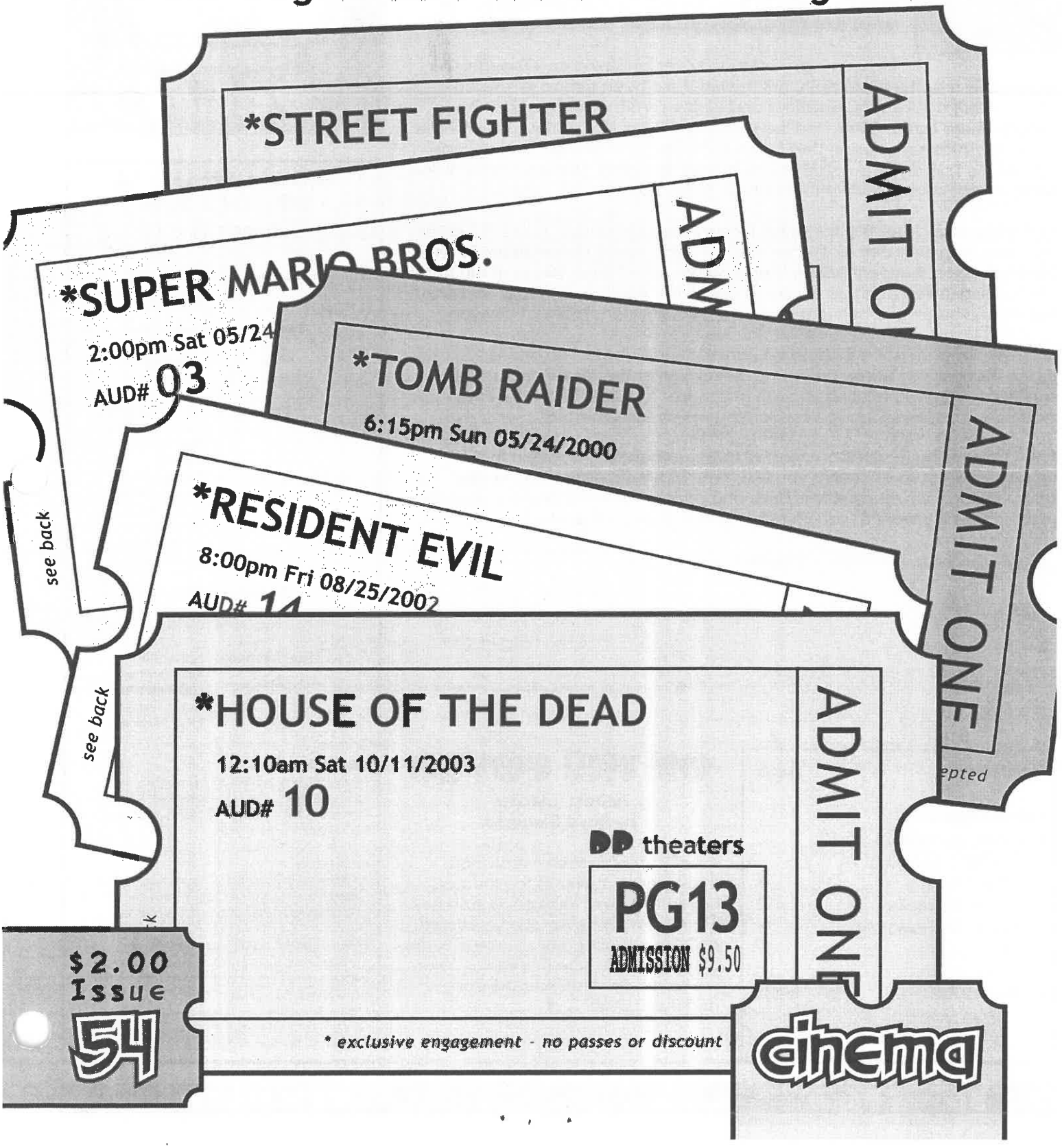
DIGITAL PRESS

THE Bio-degradable Source for Videogamers



Cinema.
Editor's BLURB by Dave Giarrusso

It's official. The video gaming industry is now BIGGER than the movie industry. Billions of dollars are spent each year on video gaming, and if you stop and think about it for a second, you'll realize that the line between cinema and video games has been blurred to a point where you're never sure if your playing a movie or watching a game.

The gaming/movie crossover is nothing new though. Our technology is better these days, but movies have been turned into video games as far back as the seventies and eighties. With Atari 2600 titles like **Porky's**, **Mega Force**, **Alien**, and the forgotten TC Fox flick, **Entity**, gamers have played countless movies on their home consoles of choice. Movie coin-ops include the brilliantly executed vector classics **Star Wars** and **The Empire Strikes Back**, and of course, Midway's raster movie hit, **Tron**.

And these days, travelling the opposite way down this two way street is more common than ever before. We've had movies based on **Super Mario Brothers**, **Double Dragon**, **Resident Evil** and **Tomb Raider**, and Sega's **House of the Dead** is being movie-fied as I type this blurb. Rumor has it that even **Crazy Taxi** and **Pac-Man** are being turned into big screen blockbusters. Thanks, Hollywood.

Then, we've even got a third path to travel. Games based on movies that were originally based on games. **Street Fighter The Movie**, the game immediately comes to mind, though mainly because it's the most lifelike incarnation of Jean-Claude Van Damme we've seen to date.

You'll be reading more about most of these games and movies in the following pages, so if it makes you feel more at home, grab some freshly popped popcorn, a box of Milk Duds and an ice cold soda and put your feet up on the seat in front of you. Dim the lights and enjoy the "show."

Game ON, gang. We'll see you again in two months.

In this issue **page**

Editor's Blurb	2
Reader Retaliation (mail)	3
The Wacky World of Al	4
On the Prowl	8
Random Reviews	10
Random Reviews LITE	16
DVD de Jour	19
Vault of VHS	20
Note-worthy	back

ON THE COVER
Tickets, please.
by Dave Giarrusso

Admit it. You've seen every single one of these movies in the theater, haven't you. We thought so. And hey, it's okay. We've even seen a couple of them in the theater ourselves. Some of them, even more than once. Yeah, we're nuts like that. Pass the popcorn and the M&Ms!!

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No Sale on Sonic

Q: I recently got a Sonic CD "not for resale" disc. Instead of having a blue front, it has a red one, and came in a paper jewel case the same size as a regular cd case. Is this worth anything? Was it a pack in? Is it rare? I am an avid Sega CD game collector with over 100 complete games and I have never seen this. If someone has info on this please let me know.
- Thanks, swlovinist

Hi swlovinist,

You've got the Sega CDX pack-in version of the disc there. The other two CDX pack-in discs are *Ecco the Dolphin* and *Sega Classics 5-in-1*, which are paired up in the same CD case. The "front" of the CD case shows Ecco while the "back" shows the 5-in-1 art. (Whether you're looking at the front or back of the case is all relative.)

Color me Collectible

I'm relatively new to collecting, but I really enjoy it.

Can anyone attend the gaming expo or is it limited to certain people or by those in certain professions?

Are you still actively collecting systems such as N64 and more recent systems? Do you think there'll eventually be a collectible market 10 years from now with todays systems similar to the way Atari, Colecovision, [illegible]al have today?

Thanks in advance for your feedback. - CueWarrior

Hi there,

The Classic Gaming Expo is open to everyone, of any age. See http://www.cgexpo.com for details.

As for collecting, you might say I'm an extremist - I collect for all systems, new and old. And I believe that all systems will have their share of collectibles. Look already at PlayStation *Dragon Ball Z GT* or *Suikoden II*; N64's *Harvest Moon*; even GameCube titles like Cubivore are starting to buzz among the collector sect as "hard to find." As long as there are gamers there will be game collectors.

Game ON. - Joe Santulli

Just Wild About Gerry

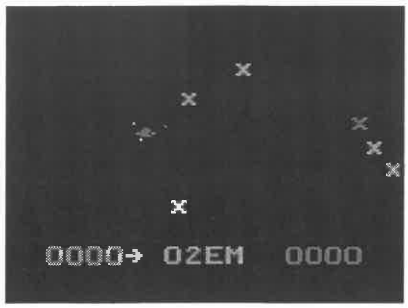
Dear Digital Press,

I'm a big fan of those wonderful TV shows of the past produced by Gerry Anderson. I'm sure that you've seen at least one. SUPERCAR, STINGRAY, THUNDERBIRDS, CAPTAIN SCARLET AND THE MYSTERIONS, JOE 90, UFO, SPACE: 1999 and SPACE PRECINCT. All but the last three were shot in Supermarionation (a combo of live action models, marionettes and animation, with a healthy dose of explosions, death and mayhem).

I was wondering if there have ever been any video games based on any of these shows released. If the Sega Master Sytem could play host to **Alf**, and the NES **Gilligan's Island**, then why not the wonderful shows of Gerry Anderson?

I remember seeing a list in one of the video gaming magazines of the titles in the works for the PS2 (this was prior to the system's launch). One of the titles listed and briefly described was THUNDERBIRDS. Was this ever released?

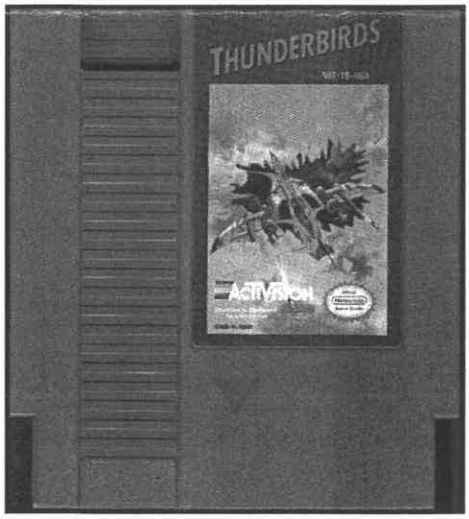
There's alot of Anderson stuff being remade currently. THUNDERBIRDS is a $70 million live action remake currently in production with Jonathan Frakes directing. A CGI remake of CAPTAIN SCARLET is currently in production at Pinewood. A live action UFO feature is in preproduction here in the U.S., and finally, Disney has optioned the live action feature rights to JOE 90. Any sign of video games in development based on these? I figured that you guys would know. - Mark S. Hinds



Hey Mark!

The only game we know of is the NES version of *Thunderbirds*. You might try playing a round or two of *UFO* on your trusty Odyssey2 console though. Even though it's unrelated to the show of the same name, it's a fun Asteroids style shoot 'em up that you could probably make fit the Anderson-UFO mold if you really put your mind to it.

Game ON, brother!



Got a gripe? Thinking of thanking us? Cooking up a question? Address all your eloquent e-mails to us at digitalpress@email.com. If we respond to your letter in a fantastic future issue, you'll be able to brag to your fun-lovin' friends and family!

HOLLYWOOD Looks at Videogames Starring Al Backiel

Volume 8: Big Al is back with even more new game sightings!

LARA CROFT TOMB RAIDER: THE CRADLE OF LIFE (2003) *** (Angelina Jolie, Gerard Butler). This latest installment has the action cranked up a couple of notches. The plot concerns the quest for Pandora's Box, an ancient relic that, if it fell into the wrong hands could be disastrous. The villain in this case is a mad scientist type, who is either a chemical and biological weapons dealer or someone whose goal is to create a master race. I'm not sure which. Either way, he has the antidotes and will deal with anybody.

Lara looks terrific in her wet suit on her way to the underwater temple off the coast of Santorini, Greece. Here she finds a mystical orb, which contains the key to the location of Pandora's Box. Unfortunately, she loses it to a third party in an earthquake. Lara springs a former acquaintance from a Russian prison to assist her. The chase is on through Shanghai, China and Hong Kong. One of my favorite scenes is when the pair jump off of a Hong Kong skyscraper wearing glide suits and parachutes. Spectacular! Another of my favorite scenes is the stunt cycling along the Great Wall of China.

Angelina Jolie as Lara Croft. It barely matters that the movie is awful.

When the riddle of the orb is solved there is a cool display of the area of her quest, a place called "The Cradle of Life" near Kilimanjaro in Africa. Lara likes to make dramatic entrances i.e. jetski, paraglider, Stealth glider, motorcycle, horseback, and undersea scooter. There are plenty of martial arts sequences where Lara kicks some major butt. She is cold as ice it seems though when it comes to romance.

SPY KIDS 3-D: GAME OVER (2003) *1/2 (Daryl Sabara, Alexa Vega). Just like the **Jaws** series, the third movie was released in 3-D. However, this one is not totally so. Glasses must come on and off on cue. I was disappointed in the 3-D effects that used red and blue lenses. This made the movie dark and at times blurry. In all fairness there were a few impressive scenes. Not of the caliber of IMAX or Epcot, so don't expect that. At any rate the plot concerns Juni's sister who is trapped inside the 4th level of a videogame. Her brother must come to her rescue and they must complete the 5th level in order to escape to reality. Oddly enough there are cameos by major stars like George Clooney, Alan Cumming, Antonio Banderas, Salma Hayek. And extended roles by Sylvester Stallone and Ricardo Montalban.

BOWLING FOR COLUMBINE (2002) **** (Documentary by Michael Moore). When I first heard about this movie, I expected another full-scale attack on video game violence. Mr. Moore's focus was more on gun control, the NRA, politics, the US military budget and the news media's obsession with violent images. There were only passing references to videogames. In one, a former bomb maker is interviewed in a pool hall that has an **Area 51:Site 4**, a **Victory** and some other games in the background. In another scene, two Canadian teens are playing a pistol shooting game in a theater lobby and asked if the movie and the game made them more aggressive. A quick glimpse of **Mortal Kombat** is shown in Japan. This movie makes some valid points about our society. Check out Marilyn Manson defending his music. The title comes from the fact that the Columbine High School killers went bowling just before the rampage. It ends on a similar note. Scary!

Coin-ops in the background of *Bowling for Columbine*.

DEATH WISH 4: THE CRACKDOWN (1987) no stars (Charles Bronson, Kay Lenz). There are quick glimpses in the arcade of **Centipede**, **Commando**, **Rolling Thunder**, **Spy Hunter** and others. In the video game section of the roller rink, I was able to identify: **Centipede**, **Donkey Kong**, **Donkey Kong 3**, **Gravitar**, **Karate Champ**, **Lady Bug** (diff.cabinet), **Marble Madness**, **Mr. Do!**, **MS. Pac-Man**, **Tempest**, **Thayer's Quest**, **Time Pilot**, **Tron** and **Vulgus**. A climactic gun battle takes place and a lot of arcade machines get shot up. This is

a recurring theme in movies. IMHO this is Hollywood's way of venting their frustration for lost revenues due to the popularity of video games.

HOLLYWOOD ZAP (1986) no stars (Ben Frank, Ivan E. Roth). This rather bad teenage movie does have a few funny moments and concerns the adventures of a nerdy kid who is searching for his long lost father. He meets a video hustler along the way to LA, who is seeking to challenge a video game legend know as "Zap." There are plenty of arcade scenes and screen shots especially of **Zaxxon**. Also seen were: **Space Invaders, Defender, Pole Position, Tron, Joust, Donkey Kong Jr., Baby Pac-Man, Nibbler, Asteroids, Galaga, Ms.Pac-Man, Burgertime, Moon Patrol**, and **Millipede**.

Hollywood ZAPs Zaxxon.

BLINK AND YOU'LL MISS IT

AIRPORT'77 (1977) **1/2 (Jack Lemmon, Lee Grant). Before disaster strikes, the specially modified 747 is seen in flight with all its extra room and creature comforts. There is a cocktail table **Pong Doubles** game that gets some light use.

ALIEN RESURRECTION (1997) ** (Sigourney Weaver, Winona Rider, Brad Dourif). Ripley's clone fights aliens aboard a spaceship. There is a graphic of an explosion from an arcade game mock-up called **Atom Zone** just before the spaceship is boarded. Look for one of the regulars from TV's CSI.

ARTHUR (1981) ***1/2 (Dudley Moore, Liza Minnelli, John Gielgud). Dudley spots what he thinks is a Space Invaders machine in an arcade and gets excited. There are a few other games present, but it is hard to see what they are.

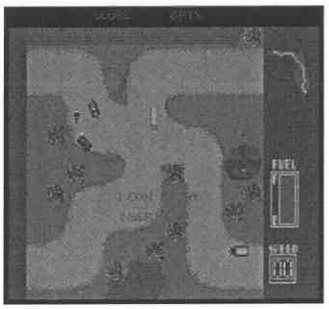
BACK TO THE FUTURE II (1989) ** (Michael J. Fox, Christopher Lloyd). Marty McFly (MJF) can't resist playing **Wild Gunman** in the Café 80's. There is a **Pac-Man** machine on the opposite side that appears to be out of order.

BEAN (1997-Brit.)*** (Rowan Atkinson, Peter MacNichol). After Rowan destroys a famous painting, he and his buddy go to a bar and get drunk. In the background there is a **Galaga** machine and something else that couldn't be identified.

BEST FRIENDS (1981) ** (Burt Reynolds, Goldie Hawn). Newlyweds (Burt & Goldie get interrupted on the spare bed in the family room by two kids who want to play **Space Invaders** (2600). Burt finally has to shut the TV off and chase them away.

BODY DOUBLE (1984) *1/2 (Craig Wasson, Melanie Griffith). Out of work actor and his buddy are sitting in a bar. In the background there is a **Centipede** machine and something else. This film by Brian De Palma was hated by the critics.

COLOR OF MONEY, THE (1986) *** (Paul Newman, Tom Cruse). In the opening scenes, Tom Cruise is shooting pool and also playing **Stocker,** a driving game by Bally Sente. A **Tron** machine sits next to it. Newman tries to get Cruise and his girlfriend to go on the road with him hustling pool. Cruise says he would rather play **Stocker.** Newman convinces Cruise that there is no money in that and gets him to team up. Later on, they split up and Newman can be seen in a pool hall with a **Pac-Man** machine near the entrance.



Cruise to Newman: "Forget you old man, I'd rather stay here and play Stocker."

DIE ANOTHER DAY (2002) *** (Pierce Brosnan, Halle Berry). James Bond tests out a new virtual reality device as a training exercise. His alter ego plays out a shooting gallery game where you must kill only hostiles. Toward the end of the movie Miss Moneypenny uses the VR glasses to play out her own fantasy romance with James Bond.

DOOM GENERATION (1995) *1/2 (Rose McGowan, James Duval). This is a very disturbing movie on youthful excess that will give parents nightmares. It somehow escaped an X-rating. There are several violent scenes like the one in the aluminum foil-motif bar. One youth is playing **Mortal Kombat** while a fight erupts. A real time slaying is superimposed with the MK fatality screen.

Mortal Kombat - should it have been DOOMed to an "X" rating?

ENCINO MAN (1882) *1/2 (Sean Astin, Brendan Fraser, Pauly Shore). Teenager (Astin) digs up a frozen caveman (Fraser) in his backyard. The caveman thaws out and is passed off as a high school student. In the hockey rink scene, Fraser gets hooked on **Rad Mobile** (Sega sit-down road racer). Pauly Shore is his usual obnoxious self.

END OF THE LINE (1987) ** (Wilford Brimley, Levon Helm, Kevin Bacon). Brimley hatches a plot to save the railroad in the Iron Horse bar. A **Pac-Man** machine sits in the back, but doesn't get any usage.

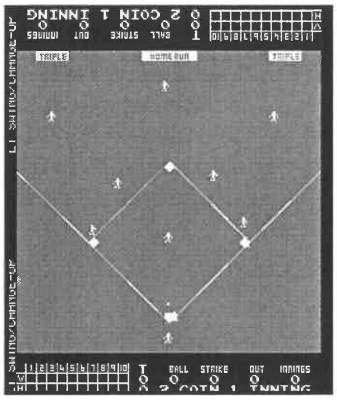
ENOUGH (2002) ** (Jennifer Lopez, Bill Campbell, Juliette Lewis). J-Lo is on the run from her abusive husband. Juliette calls her from the airport while her son is playing something on what looks like a yellow Game Boy.

EVOLVER (1994) (*?)(Ethan Randall, Cindy Pickett, John DeLancie). Young teen excels at virtual reality game and winds up winning the chance to beta test a toy robot. The robot is programmed to play laser tag while increasing its memory and defenses. Things eventually go haywire (Berzerk?) and the robot evolves into a killing

machine. There is a NES console on top of the parlor TV.

FRIDAY AFTER NEXT (2002) *? (Ice Cube, Mike Epps). The Holy Moly Donuts shop has a **Street Fighter II** coin-op and a **Video Fun** (poker?). Spoiled kid asks Santa for an XBOX and ALL the games.

FUTUREWORLD (1976) *** (Peter Fonda, Blythe Danner, Yul Brynner). The sequel to WESTWORLD features a scene where Peter and Blythe play a game of chess in which their moves are executed by holograms. They also challenge each other to a boxing game that uses motion capture with holograms.



It's My Turn: Clayburgh challenges Douglas to a game of Baseball... and loses.

HEAVENLY KID (1985) *1/2 (Lewis Smith, Jane Kaczmarek, Richard Mulligan). There are two arcade machines in the back of Max's hamburger joint, **Donkey Kong** and **Pac-Man**. The best shot of them is when a much cooler Lenny makes a return visit with his hot date.

HOW TO LOSE A GUY IN 10 DAYS (2003) *? (Matthew McConaughey, Kate Hudson). This chic flick has one quick scene where the two stars get splashed by a passing truck that is full of arcade machines.

HUNTER WILL GET YOU, THE (1975-Fr.) *? (Jean-Paul Belmondo, Bruno Cremer). Belmondo is a bounty hunter in this flick. There is an arcade scene in which you can make out a **Tank** by Atari and another game called **Super Burner**.

ICE PIRATES (1984) ** (Robert Urich, Mary Crosby). In this sci-fi spoof there is a scene when Urich and his spaceship came under attack. The computer monitor shifts from the approaching enemy to an attack mode. It resembles a game of Space Invaders with the ship's cannon intercepting the missile fire. When a shot is missed, the ship gets hit and the screen message "Contest Over" comes up.

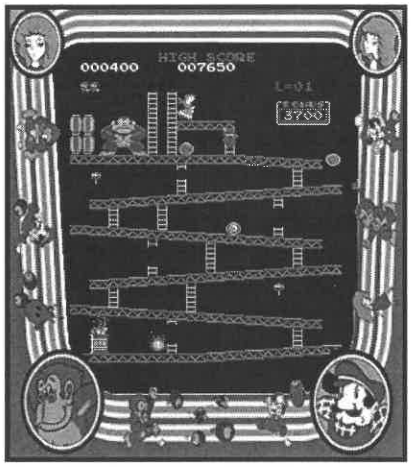
IF LOOKS COULD KILL (1991)** (Richard Grieco, Linda Hunt, Roger Rees)- When Richard is getting read the riot act for flunking French, his kid brother is busy playing something on an Atari Lynx.

IT'S MY TURN (1980) *** (Jill Clayburgh, Michael Douglas). In the game room of the Hotel Mayflower, Jill challenges Michael to **Baseball.** The Atari tabletop with the trackballs. Big mistake. She loses badly. There are also two other old Atari machines in that room, **Orbit** and **Subs**.

JACKIE BROWN (1997) *** (Pam Grier, Samuel L. Jackson, Robert Forster). Forster enters the Del Amo Mall and walks past somebody playing an unknown video game.

JOE SOMEBODY (2001) ** (Tim Allen, Julie Bowen, Jim Belushi). Julie shows Tim her "childhood bar". There are three or more hard-to-distinguish video games in the background, but the couple is more interested in the jukebox.

JUICE (1992) ** (Omar Epps, Tupac Chakur). Extremely violent inner city epic. I counted 85 instances of the usage of the "F"-word. The biggest offender was very fond of the original Street Fighter arcade game. Here's more ammunition for the anti-videogame violence crowd.



Donkey Kong is heavenly, kid...

KNOCKAROUND GUYS (2002) *? (Vin Diesel, Barry Pepper, John Malkovich). No actual video games here. But there are several scenes showing Video Poker gambling machines. Mob enforcer Diesel smashes three of them with a crowbar when a store owner tries to short change him. A later scene of a bar in Montana shows at least six more, but now they are apparently legal.

LAST DETAIL, THE (1971) ***1/2 (Jack Nicholson, Otis Young, Randy Quaid). This very old movie has a very early video game, **Computer Space**. The yellow model can be seen briefly when the three Navy guys go into the penny arcade/jewelry store.

NATIONAL LAMPOON'S VAN WILDER (2002) *1/2 (Ryan Reynolds, Tara Reid). Van Wilder (Reynolds) throws a party in a roller rink. **Ms.Pac-Man** and two other machines, one a road racer are in the lobby.

PRIVATE SCHOOL (1983) * (Phoebe Cates, Matthew Modine). Strictly adolescent humor. Cherryvale Academy for Girls meets up with Freemount Academy for Men. See what I mean! There is a contrived "game" in the local arcade called **THE BIG SCORE**. The objective of course is to hit on chicks. You don't actually see much except the cabinet, but you can hear the tantalizing female voice. Also in the same arcade, I was able to make out an **INDY 4** (cabinet) and an **Asteroids Deluxe**.

PUSHING TIN (1999) **1/2 (John Cusack, Billy Bob Thorton). There are 3 arcade machines in the lunchroom of the air traffic controller's facility. Billy Bob comes in and plays an intense game of **Centipede**. **NFL Blitz** and **Mortal Kombat** are not in use at the time.

REAL GENIUS (1995) *** (Val Kilmer, Gabe Jarret). Jarrett enters the Pacific Tech dorm and walks past somebody playing a **Food Fight** machine. Later on he is in the kitchen with Kilmer, who is getting coffee. On the shelf behind Jarrett and next to the fridge is a box of **Donkey Kong** cereal.

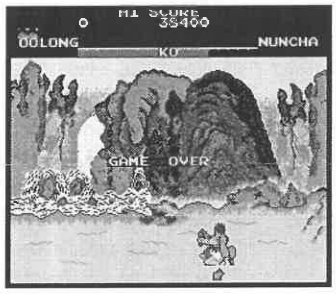
REMO WILLIAMS: THE ADVENTURE BEGINS (1985) **1/2 (Fred Ward, Joel Grey, Wilford Brimley). There is a quick glimpse of an **Asteroids** coin-op when

Remo & Chung are leaving the ferris wheel. Grey plays the Korean Sinanju master. Ward is Remo.

RUSSKIES (1987) *1/2 (Whip Hubley, Leaf Phoenix, Peter Billingsley). Russian sailor washes ashore from a raft. A bunch of kids find him. Instead of turning him in right away, they wind up befriending him. They take him to the local amusement park, where they play appropriately, **Rush'n Attack** (Konami). The same arcade also has **Defender**, **Carnival**, **Subroc 3-D** and one other game.

SGT. PEPPER'S LONELY HEARTS CLUB BAND (1978) *1/2 (Peter Frampton, Bee Gees).A few early video games can be see in the arcade. I caught glimpses of **Tank**, **Shark Jaws** and a **Sprint**-type racing game. There was a Captain Fantastic pinball also.

SHOWTIME (2002) *1/2 (Robert De Niro, Eddie Murphy). During the opening credits, Murphy can be seen playing **Total Vice**, a Konami pistol range game. He gets excited when he breaks his high score.



Yie Ar Kung Fu is, conveniently, something wild fer sure.

SOMETHING WILD (1986) ** (Jeff Daniels, Melanie Griffith, Ray Liotta). Jeff meets Melanie in a restaurant. Melanie runs into her ex-boyfriend and his date at a reunion. Both couples go for a ride and stop at a convenience store. There are some people in there playing **Ms.Pac-Man** and **Yie Ar Kung Fu**. At the very next store there is a **Defender** and something else outside. Inside there is a **Galaga**, another **Defender** and one other game.

STAR TREK III: THE SEARCH FOR SPOCK (1984) *** (William Shatner, DeForest Kelley, James Doohan)- As soon as Dr. McCoy enters the space bar he sees two patrons playing a holographic video game. The game looks fantastic! A pair of WWI-era biplanes in a dogfight rendered with color vector graphics.

SUBURBAN COMMANDO (1991) ***1/2 Hulk Hogan, Christopher Lloyd, Shelley Duvall). The Hulkster stars in this comedy as an intergalactic warrior who makes a pitstop on earth to recharge his spaceship. In one scene he finds an arcade where some kid is getting whipped playing **After Burner**. Hulk instinctively seizes the controls and beats the game. Also seen are **Joust**, **Centipede** and something else.

TABLE FOR FIVE (1983) *** (Jon Voight, Millie Perkins, Richard Crenna). While Jon is talking to his wife at the airport, the kids are busy playing **Centipede**. There is a **Tempest** and an **Asteroids** nearby. The adopted son can be seen from time to time playing some sort of handheld.

Hulk Hogan defeats King Kong Bundy, Andre the Giant and After Burner.

TERMINAL ENTRY (1986) no stars (Edward Albert, Yaphet Kotto). B-movie that borrows heavily from War Games. Young hackers think they are paying an interactive video game, but they are really directing the activities of a terrorist network. Most of the computers shots are of Atari 800s.

TILT (1978) ** (Brooke Shields, Ken Marshall, Charles Durning). Brooke is a teenage pinball hustler who unbelievably is allowed to hang out in a bar. Ken becomes her 'manager'. Although the movie is about 90% pinball, some early arcade machines by Kee Games can be spotted. **Sprint 2** is by the front door of the Whale's bar and Ken runs past **Drag Race** in the seaside arcade.

They were programmed to party. But the game they're playing was programmed to kill. Pure comedy.

TOY STORY (1995) *** (computer animated- voices: Tom Hanks, Tim Allen & others). The Pizza Planet has a mini-arcade with video games resembling Defender, Pole Position, Pong and others. Andy asks his mother if he can play "Black Hole."

TOY, THE (1982) *1/2 (Richard Pryor, Jackie Gleason). Spoiled rotten rich kid has his special room full of toys and games. There are a few glimpses of **Centipede** and **Space Duel**. The Wonder Wheel scene in the department store has a large Intellivision showcase in the background.

WHAT'S EATING GILBERT GRAPE (1993) **1/2 (Johnny Depp, Leonardo DiCaprio, Juliette Lewis) There are two arcade machines in the Ramp Cafe, but it is hard to determine what they are.

HONORABLE "MENTIONS"

CLOSE ENCOUNTERS OF THE THIRD KIND (1977) **** (Richard Dreyfuss, Francois Truffait, Teri Garr). There is a brief moment during the musical interaction between the scientists and the mothership when it sounds like advancing **Space Invaders**. Thanks to *Atari Times* for reminding me.

ELMO IN GROUCHLAND, THE ADVENTURES OF (1999) **1/2 (the Muppets, Mandy Patinkin, Vanessa Williams) Caution: This movie is sickeningly sweet. There is a video game reference in the song "Make It Mine" that is belted out by the villain. He sings " You say you love your old **Atari**. Well, I love it more." He goes on to rhyme Atari with Ferrari, safari, etc. (Found by Tim Snider)

HAPPY GILMORE (1996) ** (Adam Sandler, Julie Bowen, Carl Weathers).

Continued on page 9

ON THE PROWL

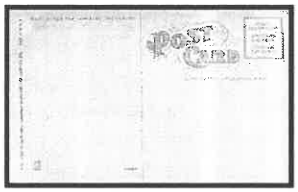
with Ian Baronofsky

THE HUNT, directed by Ian Baronofsky Coppola

I would really like to be able to tie in my column with this issue's theme, with a review of *Stoked: the Rise and Fall of Gator* or *Goodwill Hunting* (never saw it), but it probably just wouldn't fit with the direction of my column - to document *The Hunt*.

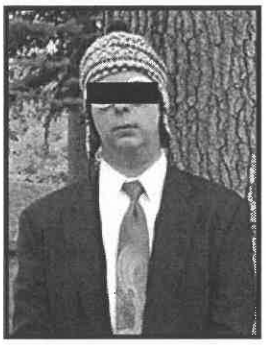
If I made a movie it would be called *The Hunt*. It would be a multiple story documentary along the lines of *American Movie*, where I would show three or four different types of real collectors going through their collecting rituals. I'd probably have to film at least seven people to find a few that were funny enough to be edited into a movie.

There would be the eBay careerist who has myriad collections and started out just picking up stuff at local yard sales for her collection. An innocuous, overweight, infertile Midwest housewife whose husband has a workaday job in a corn belt microtown. First she started collecting Lucite mixing bowls and postcards with sandwiches on them. Then, as eBay materialized, she started seeing more items that she could sell, and jumped on the bandwagon of antiques and trendy collectibles, like Beanies and Pokemon cards. Now she just sells anything she can find locally in junk shops, antique barns and roadside sales. Sometimes she sells a hundred pulp paperbacks a week, with only a few making more than $5. Comedic high points: one of their nine cats knocking over and chipping $900 civil war era American folk art ceramic bedpans while the collection is being proudly documented by their owner (wear patterns and all.) And the proud couple watching *Antique Roadshow* with their own jealous commentary while relaxing in stained lazy boys.



eBay Careerist: from Lucite mixing bowls to sandwich postcards to collectible cartridges.

Of course there would be the hipster bottom feeder who combs the local newspaper's rummage sale classifieds in a major southern city with a highlighter looking out for trendy collectibles to stock his shop with and occasionally sell on eBay. Atari games are a small part of the turnover, since most of them are easier to sell for more in the shop anyway. The shop is located in a hip/expensive part of town where the locals pay a premium for overpriced collectibles to stock their cookie cutter apartments furnished by IKEA and the occasional Pottery Barn retro item. Every other morning he combs all the thrift stores in a fifty mile radius looking through every item of clothing and every item in the shop to try to find stock for his own shop. High points would be the look of condescending fear he gets when he sees his primary competition: non-English speaking Japanese kids with breathing masks imported by corporations who spend their days combing the local thrift stores for tattered used American clothes with common English mottoes sold shipped by the ton to Japan, bought by hipster kids in Kashiwa at a one-hundred fold markup.



The Hipster Bottom Feeder.

From there we'd visit a snooty but low-key gay LA antique dealer sitting in on the local antiques auctions extending encyclopedic knowledge of local architecture, correlating it with the highest returns of designer 1950s furniture. Morbidly, he makes the obituary rounds in the *LA Times* to get the heads up for where to follow up leads and recently passed movie greats and their soon to be liquidated estates. He drives around in his beat up white van chasing weekday estate sales, which he gains access to at five A.M. (two hours before the commoners) by greasing palms with twenties. His segment closes with his antique store sale of a $2000 Heywood Wakefied piece (that he paid just $300 for) to a nouveau riche young Hollywood couple consisting of a television sports writer and a

The Snooty Antique Dealer.

pediatric oncologist.

And finally, we meet the thrift addict with more collections than motivation to sell anything. The real shopping addict. The accumulation lines all walls and dens. The narrow pathways leading to the bathroom and kitchen are nearly clogged, forming a wayward obstacle course, resulting in the occasional living room pee-cup. A few unchecked years of hunting have overwhelmed his two-bedroom cottage in the styx of the Northwest. Occasionally he sells to friends, but for the most part, he is much better at getting the stuff than getting rid of it. Collections of books, records, video games, computer games and videotapes cluster tightly in shelves, pouring over senselessly onto blue shag carpet. "Who's seen this place?" the anonymous cameraman asks. "Just a few friends," he says pensively. "Guys who have more stuff than this."

The Thrift Store Addict.

Perhaps I've found my calling with *The Hunt*. I doubt it. It would be an amusing anecdote to the thrill we all know, and consider our own personal quest for an epic. It's as exciting as we make it - on the internet, the mall, or in our own backyards. But it's all in a good time seeking something. Once you take it too seriously, you might as well be hunting out of necessity for food. Which isn't for me. I only like to play with my kill, not eat it.

COMING SUMMER 2005

THE HUNT

DIGITAL PRESS PICTURES Presents A JOE SANTULLI Production of An IAN BARONOFSKY COPPOLA Film
"THE HUNT" Starring HIPSTER BOTTOM FEEDER EBAY CAREERIST ANTIQUE DEALER and THRIFT ADDICT
Screenplay by IAN BARONOFSKY COPPOLA and LAWRENCE KASDAN Produced by DIGITAL PRESS PICTURES
Directed by IAN BARONOFSKY COPPOLA

HOLLYWOOD
Looks at Videogames
Starring Al Backiel

Continued from page 7

As he leaves the Golf Pro Tour Party, Happy says, "All right I'm outta here. I hear that **Asteroids** machine calling my name from the game room. So, peace!"

JEWEL OF THE NILE (1985) ** (Michael Douglas, Kathleen Turner). The sequel to ROMANCING THE STONE. Douglas & Turner commandeer a jet fighter. While taxiing on the ground, they use their firepower on the hostile forces. Douglas remarks that it is just like playing **Space Invaders**.

MEN IN BLACK II (2002) ** (Will Smith, Tommy Lee Jones, Lara Flynn Boyle) During the hyperspeed chase thru Times Square, a device that looks very similar to a PS controller pops up. Will shouts at Tommy Lee, "At hyperspeed you have to use the navigational star." They are arguing back and forth and Will says, "Didn't your mother ever give you a **Game Boy**?" Tommy Lee asks, "What is a **Game Boy**?"

RECRUIT, THE (2003) *? (Al Pacino, Colin Ferrell). Pacino recruits Ferrell for the CIA. In basic training when Ferrell is on the firing range, a female recruit sees him and wonders about his high marksmanship. He just replies **"Nintendo."**

RANDOM REVIEWS

Black Label / Konami
XBox
2002

Tony Bueno toasts marshmallows with a flamethrower after his Antarctic expedition

Element	Tony	Dave	Wilford
Graphics	8	7	5
Sound	8	8	5
Gameplay	4	5	5
OVERALL	5	5	5

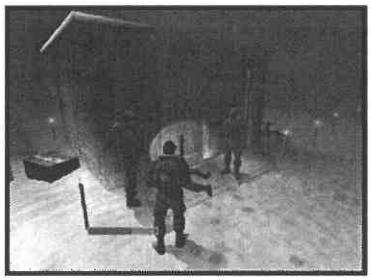
Features:

- **Psychological mind games**
- **Flamethrowers!!**
- **Fear, trust and CARNAGE**

One of the best horror films of all time deserves better. John Carpenter's 1982 classic *The Thing*, far better than the original 1950's incarnation despite what anybody says, really deserved a kick-ass follow up. I was eagerly awaiting this one since its first announcement, but, as the old adage aptly says, "anticipation breeds frustration." Well, poor execution probably breeds the most frustration in the video game world, but I digress...

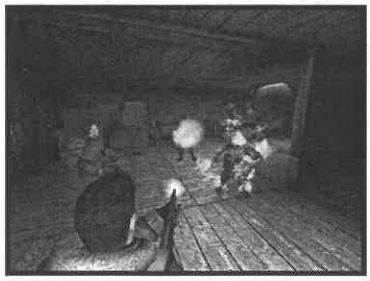
The THING for XBox.

As leader of an Antarctic expedition to find out what the hell went wrong, you must use cooperative tactics and problem/puzzle solving skills to advance. Okay, well enough. Medics heal wounds, engineers repair consoles, and soldiers assist in annihilating enemies. Sounds good. Too bad there are some MAJOR flaws in the mix, ruining an otherwise worthy game sequel.



Who goes there? Friend... or THING?

Squad commands, individual fear and trust elements, and unorthodox strategies work well. In fact, if this weren't supposed to be an action game, I'd have to give it props. I rather enjoy games where strategy and problem solving take precedence over button mashing destruction. Well, sometimes. BUT the most successful games of this type should employ both elements well, and the combat system and blood tests are where **The Thing** falls flat on its grotesque, infected, spider-like, six-legged face.



Blow anything remotely evil back to hell. Immediately.

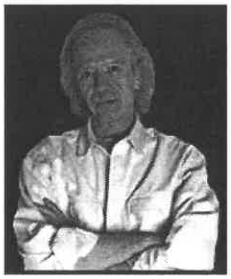
Enemies must be shot at pretty much the precise area in order to harm them (the options for easy aiming don't help as much as they should). Once they are wounded, the larger ones must then be torched with a flamethrower to properly dispose of them. Your squad is little or no help here, and the lousy collision detection along with poor weapons selection sidebar that interferes with smooth combat make you and your crew die and/or endure injury far too often. Plus, it's often difficult to tell what exact weapon you are choosing when the shotgun looks too much like the sniper rifle, for example. Good control here is so imperative, but the designers seem to have overlooked this.

Another element that absolutely KILLS gameplay here is a totally (and I mean TOTALLY) unreliable blood test system, as mentioned earlier. What the hell is the point of checking someone's blood to see if they are infected if they come test clean and then become "the thing" in the VERY NEXT ROOM??? JEEZ! That is so frigging bad, I swear to God!

On the positive side, the graphics other than the way too small and indistinct weapons and inventory are nothing short of swell. It's actually a decent and enjoyable Thing up until you run into... um... The Thing. But overall, you're better off renting the Carpenter movie and pondering over the ambiguous plot points.

I'm with Tony 100%. Carpenter's The Thing *is not only vastly superior to the original, it also stands the test of time remarkably well.* The Thing *contains some excellent special effects and flawless matte paintings, and with Kurt Russell and Keith David heading up an outstanding cast, you simply cannot go wrong with* The Thing *on DVD. - Dave G*

John Carpenter.



Acclaim
Saturn
1995

Street Fighter The Movie

Random Reviews

Dave G kicks the crap out of Guile, ogles Chun Li.

Element	Dave	Joe	Matt
Graphics	5	6	6
Sound	3	7	6
Gameplay	5	7	8
OVERALL	4	7	8

Features:

- **Actors from the movie!**
- **Bad acting!**
- **Kylie's butt cheeks!**

We couldn't possibly do a movie-themed issue justice without stopping for a moment to discuss what is arguably the best videogame based on a movie based on a videogame, could we? I think not.

SFTM has a bad reputation among gamers. Moments after this game arrived in arcades, it was hunted, then despised. And all of the negativity surrounding the game is unfair. Or at least, disproportional to the actual quality of the game.

Frankly, I LIKE the idea of porting the actors from the movie into the game. I like the graphics of the coin-op. And I like being able to select Kylie Minogue (Cammy) and Ming Na-Wen (Chun Li). But since I haven't played the coin-op in ages, and since I just played the Saturn version about five minutes ago, I guess I'll talk about that version here.

The Saturn version doesn't look or sound as good as the coin-op. And something about the gameplay just doesn't feel right. Sure, the missing frames of animation make it look a little more choppy, but even beyond that, the play gets rather herky-jerky in spots and control response is often questionable. And in the land of **Street Fighter**, we simply can't stand for that.

Chun Li can devastate me with a Super Combo finish any time.

But if we remove ourselves from the role of the gamer for a moment, we can see the game for what it really is: a much, much better version of a really, really bad movie.

One complaint I have about this game is that right on the front cover it says, "digitized graphics from the hit movie!" Folks, this movie was NOT a hit. Not by a longshot. I'm not saying the *Street Fighter* movie is one of the worst movies of all time, but it's pretty darn bad. And I should know, I saw it in the theater. Three times. And the first time was the night after the movie opened, and including two of my friends, there were only four people in the entire theater. I also saw the movie a few more times on video - even watched the special "surprise ending not seen in US theaters!"

And you know what? Even after seeing the flick that many times, I can only remember three things about it. 1) each and every fight (except for the final showdown) lasts for about two seconds and then stops abruptly, remaining unresolved and; 2) I remember that big speech that Jean-Claude gives to the troops that goes something like this: "blah blah blah blah blah blah... or we can go home." (repeat until soldiers are riled up into a freedom fighting frenzy and then he says, "Now who wants to go home... and who wants to FIGHT!" 3) the final memory that I have of this movie is probably the best one. We're treated to a few scenes of Bison's lair, where the inimitable Raul Julia metes out his own brand of tyranny with an iron fist. And in that lair, on one of the walls, there's a HUGE velvet painting of Bison atop a mighty steed. Now I don't know who the brilliant mind was behind that painting, but that painting ALONE was worth the price of admission.

Anyhoo, with all of the fights in the movie remaining unresolved, the game really is a better version of the movie because by design, ALL of the fights in the game MUST be resolved. There's a winner and a loser. And there's a lot more action in the in-game fighting too. And even without those extra frames of animation, Jean-Claude is much more lifelike in the game than he is on the silver screen.

Jean Claude Van Damme IS Colonel Guile!! Whoopee.

So where does that leave our examination of the Saturn version of the game? If you didn't like the coin-op, then you really won't like the home version. If you loved the coin-op, you still might not like the home version because it's pretty watered down. But if you thought the movie sucked, and have a burning desire to own a game featuring Kylie Minogue, Wes Studi AND Jean-Claude Van Damme, and you're less interested in the play value of the game, then you will love the home version of SFTM. And if nothing else, it's worth owning for the anecdotal-curiosity-factor alone. Now if you'll excuse me, I have to get back to playing it.

RANDOM REVIEWS

ROCKY

UbiSoft
XBox
2002

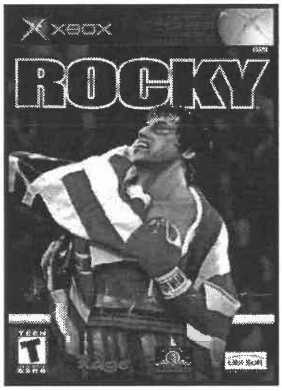
Tony Bueno jogs through Philly, catches a chicken, has the eye of the tiger

Element	Tony	Rocky	Apollo
Graphics	6	5	5
Sound	7	5	5
Gameplay	6	5	5
OVERALL	6	5	5

Features:

- **Photo-realistic visuals**
- **TOTAL carnage!**
- **Poor camera control**

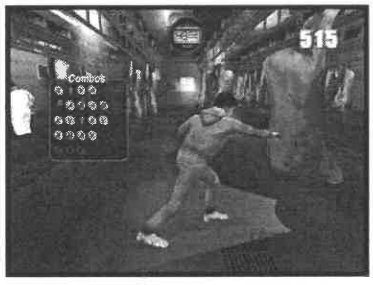
Although I couldn't believe my eyes when I saw this one, stranger things have happened. Yes, the "Italian Stallion" has been reincarnated onto the modern console systems, despite the last movie being released over ten years ago. The results are a somewhat mixed bag, but admittedly the game is better than would be expected.



Adrian! ADRIAN!!

Starting with the original scenario back in 1975, Rocky begins as a club fighter taking on unknowns like Spider Rico, until Apollo Creed gives him his once in a lifetime shot at the title. All the major fighters in the movie are represented, and of course, there are many more opponents than in the actual movies.

In between bouts, training sessions help improve Rock's power, stamina, speed, movement, and determination. Respectively, they include punching mitts, jump rope, speed bag, heavy bag, and sit-ups. Two training sessions are granted after each bout, and it's important to compare stats to your opponent prior to each fight. All of these mini games are fun and challenging in and of themselves.



Rocky trains by beating his meat. Some meat. Whatever.

The easiest to improve is power with the most difficult being stamina. Fortunately, an auto-train option is available which gives players an average amount of improvement in a certain area without having to play the mini game.

During bouts it's a nice combination of button mashing and combos learned during the movement training sessions. However, some of the stats seem inaccurate in the pre-fight comparison. Defeated opponents are available to use in vs. mode, another nice touch. The main negative aspect to the game is that elbows, low blows, and other dirty tactics are not available. I know that Rocky is supposed to be a pillar of morality when compared to other boxers, but frankly making these options unavailable is unrealistic.

That's basically all there is to the game. Graphics and sounds are merely adequate, as is gameplay. When I saw this game at $49.99, I thought, "no way." At $19.99, however, it "AIN'T SO BAD!" as Mr. Balboa might put it. A word of warning: with the lousy Xbox controllers, this one feels like it'll give many users carpal tunnel syndrome with all the rapid button pressing. An "S" controller is practically mandatory, but even it doesn't ease all the pain. Or I'm getting old. Or both. Rocky is unenthusiastically recommended.

Clubber Lang takes no pity on this fool as he clubs him with a vicious right hook!

Drago PUNISHES Rocky with a nasty left. Get it?

If you don't have an XBox, never fear! Rocky is also available for the GameCube and PlayStation 2.

Konami
Arcade
1990

ALIENS

RANDOM REVIEWS

Dave G wakes up 57 years after playing Aliens... and then goes back to sleep

Element	Dave	Tony	Joe
Graphics	7	7	6
Sound	5	8	8
Gameplay	5	7	6
OVERALL	5	7	6

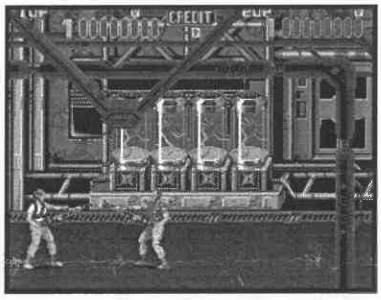
Features:

- **Face huggers**
- **Aliens galore**
- **Alien queen!**

In the arcade, no one can hear you scream.

Which, in this case, is a good thing. Because otherwise, arcade patrons and employees would have definitely heard a scream or two from players trying out the **Aliens** coin-op.

It's fitting that Konami licensed the 1986 James Cameron flick, Aliens. Especially when you stop and consider how much Konami borrowed from the Aliens franchise for their own mega hit, **Contra**.

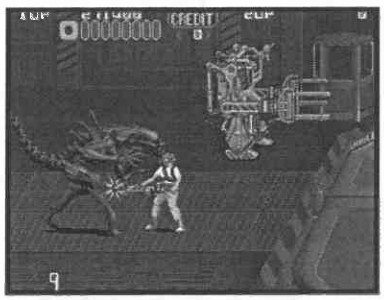


Ripley asks Bill Paxton: "Is that a gun in your pocket, or are you just happy to see me?"

Like Contra, Aliens is a one or (simultaneous) two player shoot 'em up platformer. Also like Contra, there are some scenes that scroll from left to right, and others where the player heads directly into the camera.

Unlike Contra, however, Aliens quickly becomes a monotonous, "desposit another quarter" game in which progress depends more upon the amount of change in a player's pocket than it does on a player's skill.

Players control Ripley or a Marine through several levels of "me too" shoot-em-up platform action. The control is a bit sluggish at times, and the lack of a jump button is questionable.



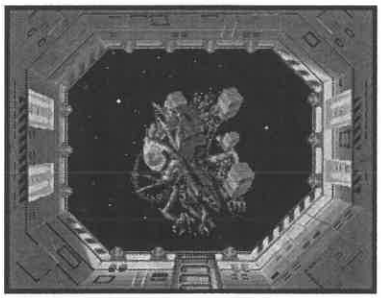
First, I'll break you kneecaps. Bitch. Then, I'm gonna get in that power loader and kick your ass.

There also isn't a lot of freedom given to the player, despite the fact that the screens look more roomy than in Contra. While the narrow paths in Contra work to the game's advantage, the claustrophobic environments in Aliens work against the game – despite the fact that they were utilized in an effort to recreate the claustrophobia in key scenes of the movie.

The good news is that Aliens is a wonderfully illustrated game. To paraphrase Homer Simpson, the stuff in Aliens looks like the stuff it's supposed to look like. Ripley is as badass as ever with her arsenal of weapons (which include a Contra like 3-way gun), and the cast of aliens in the game includes eggs, face huggers, and even the alien queen! The aesthetics of the movie's backdrops are captured quite well, and the juxtaposition of day-glow colors with dark greens, blues and blacks make for a truly snazzy looking game.

Sound effects here are acceptable, though they seem somewhat skimpy in some areas. The player doesn't really get to hear that unearthly alien scream – it's a little too muted and blasé. The music is equally suitable, if not exceptional. When you get right down to it, Aliens seems like it was rushed into production, despite the fact that it was completed four years after the release of the movie.

The final screen mimics the movie's final sequence in which Ripley dons the power loader and battles the alien queen. While this sequence remains faithful to the movie, it's pretty anticlimactic – if you've deposited enough quarters to make it this far, you'll quickly realize that it's far too easy to shove the queen out of the ship to her death. And then you'll probably scream "THAT'S IT??!!" Luckily, nobody will hear you.



Game over, man. Game over.

Aliens is essentially a coin-op that targets a very specific audience: fans of Contra who are even bigger fans of Alien and Aliens (Alien 3 wouldn't be released for a few more years). Anyone else, even gamers who are die hard Contra / **Final Fight** fans will ultimately play through once (if at all) and leave this one behind. Though it's a visually nifty game, Aliens leaves us screaming for more. But not in a good way.

RANDOM REVIEWS

KRULL™

Gottlieb Arcade 1983

Dave G breaks down the walls of the hexagon.

Element	Dave	Joe	Colwyn
Graphics	6	6	8
Sound	9	5	8
Gameplay	7	7	8
OVERALL	8	7	8

Features:
- **Dual joystick controls**
- **Five different screens**
- **Superb sounds and music**

I must admit, I've never actually watched the *Krull* movie. Or at least, the entire movie. I've seen snippets of it from time to time on various network and cable broadcasts, but I have yet to sit down and watch it in its true, cinematic release form.

I have, however, been an avid player of the Atari 2600 game and the arcade game for years. Given the number of hours I've invested in the games, you'd think I would have been curious enough to watch the film that they're based on.

Kool Krull Kabinet.

But I still haven't. Because really, the **Krull** arcade game is so well done that it stands up just fine on its own. A dual joystick control scheme, nifty stylized graphics and overwhelmingly supersonic sounds make up Gottlieb's very first movie licensed coin-op.

Like another movie-arcade hit, Krull offers up several different scenes that (I'm partially guessing) are loosely based on the storyline of the movie. As Colwyn, players must pick up the pieces to the Glaive, a boomerang like weapon that returns to the hero after it's thrown. (Once again, I'm reminded of a similar movie and arcade game involving a hero who throws a weapon that returns to his hand.) Once armed, Colwyn progresses through rounds where he must rescue his army (?) and finally confront a giant beast that has captured Princess Lyssa.

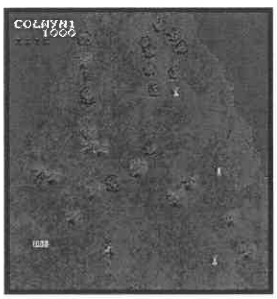
The action is fast and frenzied, and care must be taken to strategically fire shots, lest Colwyn find himself momentarily sans-Glaive. Fending off the slayers on the third, maze like screen is the toughest, as their shots quickly and effortlessly fly through the rocky terrain.

Kampy Krull DVD.

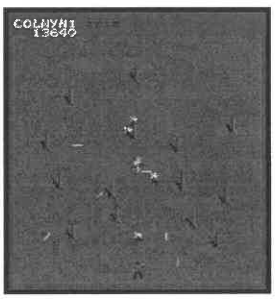
But listen up! (Literally.) The description and the screenshots of Krull simply can't do the game justice. To really get a fair appreciation of this game, you need to HEAR it. The music and sounds are spectacular, reminiscent of an earlier Gottlieb coin-op, **Reactor**. It figures - audio expert Dave Thiel provided the rockin' sounds for both games. The music in Krull swells and fades, sound effects really convey a sense of frenzied urgency, and Colwyn, the soldiers and the slayers scream in agony when hit. Krull's killer aural assault must be heard to be believed. If the screenshots don't drag you in to the game, the sound most certainly will.

And while we're on the subject of the game's sound, paying close attention to it will even help you rack up bonus points! On the Glaive-collecting boulder screens, if the player can guide Colwyn closely but safely in front of an oncoming boulder, a tune is played. The best example of how to perform this maneuver is shown in the game's attract mode, so duplicate the move whenever possible to really max out your score!

So in a nutshell, that's Krull. And you know, the more I think about it, the more I realize that the main reason I haven't sat down to watch the movie just yet is fairly obvious. It would take precious hours away from playing the game.



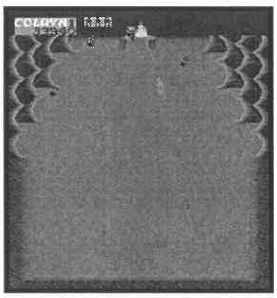
Gather the Glaive pieces!



Shoot the slayers, rescue your army...

Pick up and lead your army to the Hexagon...

Break down the wall of the hexagon when it's black...



Save Princess Lyssa!

Bioware/
LucasArts
XBox
2003

STAR WARS KNIGHTS OF THE OLD REPUBLIC

RANDOM REVIEWS

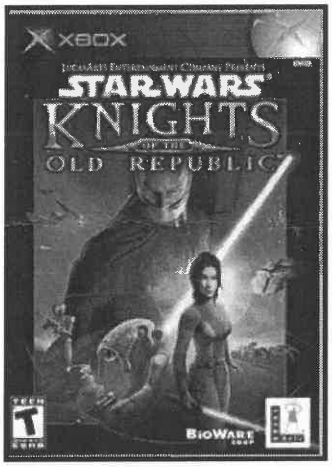
M the Mordant emerges from his volcano lair, warns us not to underestimate his powers...

Element	M	Ian	Vader
Graphics	7	-	8
Sound	7	-	8
Gameplay	8	-	8
OVERALL	7	7	8

Features:
- **Lightsaber building**
- **Sub-quests**
- **Good vs. EVIL**

You've heard the hype: "Best *Star Wars* Game Ever!", "Best *Star Wars* story since *The Empire Strikes Back*!", "Best *Star Wars* movie on DVD!", and so on. Well, against the grain of all previous attempts at making an interesting video game with the *Star Wars* license, Bioware has made all those words ring true. Yep, it's that good. But keep in mind, being the best *Star Wars* game is like getting the highest grade in summer school: there's not much competition.

So, if you have an XBOX, put this magazine down and go buy it... NOW. I'll wait. Back? Okay. Now plop that sucker in and let the fun begin...

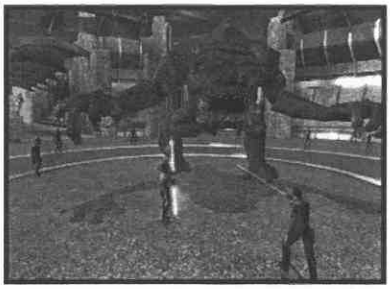


You'd better be staring at my green lightsaber, Pig.

A longer time ago, in a galaxy far away... Familiar words and sounds greet you as the game begins, but this story takes place four-thousand years before the first movie. Back before people forgot how to deliver dialogue. Darth Malik and the seemingly unstoppable Sith Army are raising hell all over the Old Republic, which stands on the brink of destruction. It's your job, of course, to stop that from happening, put an end to the Sith Lord, and save the day. If you feel like it.

Over the course of this forty-hour-plus extravaganza, you'll build a party of nine (ten including your character, three of which will be active at one time), build your stats, and build your own lightsaber. That's right kids. Build. Your own. Lightsaber. All the colors are here. You can even do your Darth Maul impression and whip out the badass double-bladed model. All lightsabers and some weapons are upgradeable with special items and a handy work bench, so you can tweak your blade to be even MORE wickedly badass.

This game is, above and beyond all *Star Wars* trappings, an RPG-style exploring romp requiring you to find item A from person B on sub-quest C in order to solve puzzle D and complete the level (seven planets, some new, some established, and one Final Level fill out the game.) But the manner in which you complete each of these quests is open to your discretion. You can jump into an enemy base, saber swinging wildly, and kill the lot, or high jack a computer terminal and put some droids to work handing out the ass-whoopin' for you. Each method requires a different set of upgradeable skills, which you can allot points to when you level-up. And each method also has its own results...



Not even a giant Rancor is a match for your lightsaber wielding skills.

Which brings us to the game's most interesting and unique feature: the Light and Dark side meter. Your decisions in completing quests, as well as in how you interact with NPCs and in conversations, can award you either a Light Side point, or if you're mean, a Dark Side point. For instance: solve complex puzzles to turn off machinery that's causing a large creature to torment the locals of a water planet, resolving the issue peacefully and with minimal deaths, and a Light Side Point is your reward. Inject poison into the water to kill the creature, AND most of the planet's eco-system, and you're one step closer to Dark Jedi Land. Summation: Light Side - HARD; Dark Side - EASY. Yoda was right! "Easier, more seductive..." After tromping around trying to find Jedi-Code approved solutions to the umpteen million, optional side-quests, you'll want to just start choking admirals and blowing up planets too.

Each Light or Dark point moves an arrow on your character screen; up for good, down for bad. As you become more en-light-ended, your character is illuminated with blues, and heavenly lights. As you fall from grace, your character is doused in red lights, and his physical appearance actually changes to reflect his new alignment with the Force. Pretty cool. Many people will want to play it twice; once to follow the good path, once to be an asshole.

The story here is large, complex, engaging and deep. In other words: entirely UNLIKE *Star Wars: Episode I*

Continued on page 16

RANDOM REVIEWS

Lite DIGITAL PRESS
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THE Bio-degradable Source for Video Gamers

EVIL DEAD
FISTFUL OF BOOMSTICK
THQ for Sony PS2
Buried by Tony Bueno

1

Christ what a lousy game! Dark, below average graphics, confusing objectives, completely unfair enemy attacks, a frustrating maze... and those were the good points! A waste of a perfectly good premise, once again.

This is one disc that I could say would make better use as a coaster. I am a firm believer that time is all we have, but video game critics have to play the proverbial canary in the mine shaft every now and again... Come to think about it, I should have written about this in the least favorite classics. Horrible! It's oh so shitty. Shhh Shhh It's oh so weak... Shhh Shhh and so awful until... (Trumpets!) YOU TURN THIS OFF! ZING BOOM! THE HEAVENS CUT LOOSE! ZING BOOM! SO WHAT'S THE USE??? BOOM BANG! OF PLAYING THIS GAME!!!!!!!!!

Apologies to Bjork and that cheesy *Sex and the City* ad I just saw on TV.

DIE HARD ARCADE
Sega for Saturn
Played hard by Dave G

7

"They've got the President's daughter, trained killers and heavy artillery. The odds aren't in your favor. Your mission is to wax hoardes of maniacal cut throats, dodge endless gunfire, and personally see to it that the young Missie Herrington is returned to daddy..."

So says the back of the box to Die Hard Arcade, another Saturn exclusive that is definitely worth seeking out. DHA takes **Final Fight** to the next level, all without having to run around barefoot in an elevator shaft.

As John McClane or fellow detective Kris Thompsen, players are thrown into the Nakatomi building in an attempt to rescue the President's daughter from the clutches of the evil White Fang, an older gent who bares a striking resemblance to **Virtua Fighter 2**'s Shun).

Despite the somewhat dated graphics, this game is easily my favorite of all the Die Hard games. It's a pick up and play contest that anyone can jump right into. The instructions boast that there are over 1000 moves, giving novices the choice between a variety of button mashing combos, while veterans can try to execute some of the more stylish maneuvers.

There are plenty of objects to use against the enemies, everything from handguns, to oil drums to grandfather clocks. One of the cooler weapons of choice is the spray can. Alone, it's fairly useless, but when coupled with a lighter... look out!

DHA boasts five challenging stages, and if players need a little help battling through them, there's even a slightly altered version of the Sega/Gremlin classic coin-op **Depthcharge** called "Deep Scan" that allows gamers to rack up additional credits.

Die Hard Arcade might not blow you through the back of the game room, but it will definitely have you shouting "Yippee Ki Yay. Motherfuh..." If you've got a Saturn, you owe it to yourself to go buy this game. And if you're looking for a similar experience on your Dreamcast, pick up the unofficial sequel, **Dynamite Cop**, or the **House of the Dead** spinoff, **Zombie Revenge**.

STAR WARS KNIGHTS OF THE OLD REPUBLIC

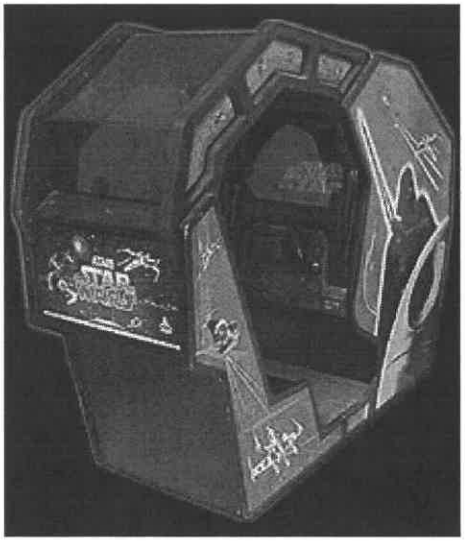
Continued from page 15

and *II*. You'll traverse the galaxy to complete the quest before you as numerous plot twists and interesting subplots with party members keeps you riveted for the length of the game.

My only gripes are that your character can't progress beyond level twenty (including the levels they make in their NON-Jedi profession); the graphics could have used just one final coat of polish (which is something you won't even notice when you see the sunset atmosphere of Dantooine); and I would have liked a bit more customization of my character. Small complaints for what is a very entertaining, well thought out, well planned game. Your choices are masterfully incorporated into the flow of the action and story, even your choice of party members affects how certain aspects are revealed and which sub-quests are available.

I was solidly addicted to this game, from the opening title crawl to the ending iris-out, and recommend it to any *Star Wars* fan. Or any XBox-owning, RPG Fan.

May the force be with you. Or not. It's your choice.



Editor's note: As good as* Knights of the Old Republic *is, it is a known scientific fact that the original vector Atari* Star Wars *coin-op still stands as the Best. Star Wars video game. Ever.

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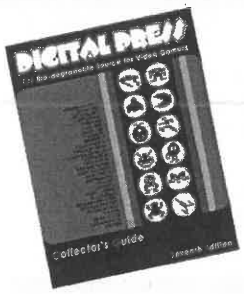
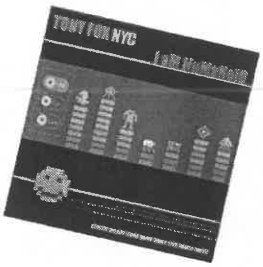


The **Digital Press Collector's Guide** is THE ULTIMATE bio-degradable resource for classic gamers. Clocking in at 512 pages, you can't afford NOT to own this book! A steal at just $25.00

Need some tunes to listen to while you kick back and read our book? **Tony Fox NYC** is in the DP house busting some old school game tunes with some new school mixes on his hit CD, **I Am Humanoid!** A bargain, the best you ever had for just $10.00



Some video game publications pride themselves on being there "first". We're a little different. Since Digital Press readers consist primarily of multi-system owners of hundreds (some of us thousands) of game cartridges and discs, our world has become one where time is meaningless and being "first" doesn't count. Atari 2600 and PlayStation2 games can be reviewed on the same page. We are fans of gaming, not of any particular system. Do you have a constant desire to play? Then JOIN US - subscribe now! It's STILL just ten bucks for six issues.

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DVD de jour

by Dave Giarrusso

Soylent Green

Distributor: Warner Bros., 1973. Director: Richard Fleischer. Aspect ratio: 2.35:1. Sound: Dolby Digital 5.1 / DTS (US region 1 disc was reviewed)

Plot: "It's the year 2022... People are still the same. They'll do anything to get what they need. And they need SOYLENT GREEN."

Chuck Heston stars as Thorn, a detective bent on solving the murder of a millionaire (who, incidentally has a nice minty **Computer Space** coin-op in his very own living room!) in the heart of New York City. Like all cities in this bleak future, New York is overpopulated, filthy, and swarming with insanity... and all hell breaks loose when the food supplies run out before the endless lines of city folk get their fill. Thorn relies on his wits, and his good pal Saul (Edward G. Robinson in his final screen role) to get to the bottom of the murder, and makes a startling discovery along the way.

Extras: The DVD release of Soylent Green wasn't given a trumped up special edition package, but there are still some pretty decent extras here.

We've got a feature length audio commentary track by director Richard Fleischer and Leigh Taylor-Young (who plays the role of Shirl in the flick). Also included: a pretty cool documentary, *A Look at the World of Soylent Green*, and an MGM tribute to Edward G. Robinson. The documentary was filmed back in the 70s, so there's plenty of cool, kitschy stuff to look at while you watch the muddy behind the scenes video footage.

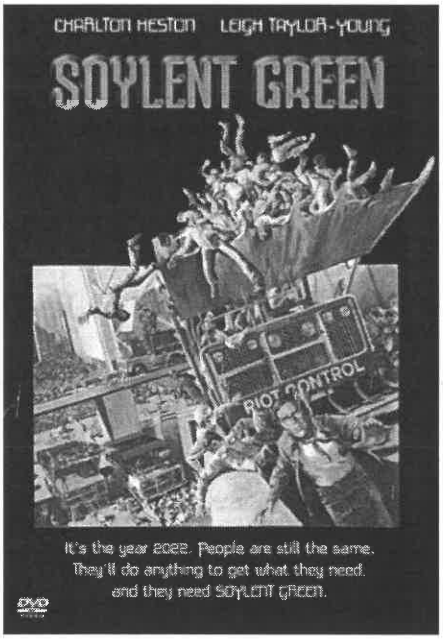
Picture: The film appears to have been cleaned up, but you'll still notice a bunch of artifacts and some scenes that look worse than others. Still, you won't find a better print anywhere for this price, and it's a good bet that this one won't get a super-chutzpah-deluxe re-release. Grab it while it's readily available.

Sound: The sound is a little lacking in some scenes, particularly the final showdown sequence, but fortunately Saul's Symphony holds up quite well in the audio department.

Overall Feel: The film isn't perfect by any means, but it is an eerily fun movie that is much bigger than the sum of its parts. Although it's set in 2022, there's no mistaking the 70s feel of the film, and that only adds to its desperate charm. The city scenes are stunningly bleak and reek of frustration - you can almost smell the stench of humanity.

Whether you've already seen this movie once or fifty-seven times, or even if you've never had the pleasure of watching it, you really can't go wrong by picking it up new on DVD for a measly fifteen GREENbacks.

Just make sure you pick it up before the after-Thanksgiving, pre-Xmas sale madness starts. Word on the street is that they're thinking of busting out the "scoops" this year. Makes sense, we're not that far from 2022...


CHARLTON HESTON LEIGH TAYLOR-YOUNG
SOYLENT GREEN
RIOT CONTROL
It's the year 2022. People are still the same.
They'll do anything to get what they need.
and they need SOYLENT GREEN.

Soylent Corporation: proud manufacturers of Soylent Red, Soylent Blue and even... SOYLENT GREEN!

*As mentioned above, the wealthy murdered guy has a **Computer Space** coin-op in his bachelor pad, and the machine actually sees a little bit of screen time. Leigh Taylor-Young has the honors of playing the machine, though she isn't very good at it.*

*As gaming in this one goes, that's it gang! But if you're looking for more Chuck Heston sci-fi action, be sure and pick up Omega Man on DVD too - it was also just (finally!) released. It's your basic apocolyptic zombie (with a handful of blaxploitation) type flick, a theme that's showed up in countless games throughout the ages including **Resident Evil** and **House of the Dead**.*

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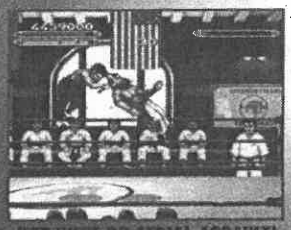
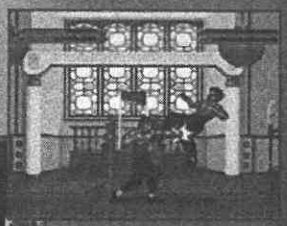
DRAGON

THE BRUCE LEE STORY™



JEET KUNE DO AERIAL ASSAULT!

REALISTIC NUNCHAKU ACTION!



MIRROR MATCH: BRUCE LEE VS. BRUCE LEE!!!

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THE VAULT OF VHS VIDEO

featuring Scott Stilphen

The Entity, 1981 Twentieth Century Fox, directed by Sidney J. Furie

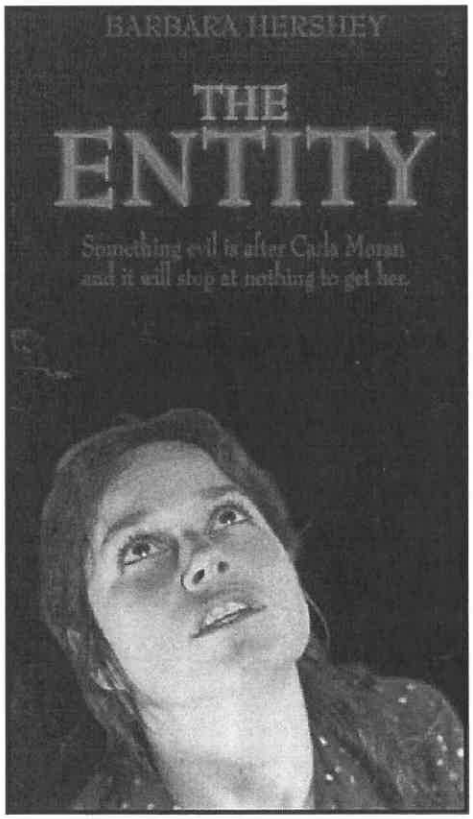
Rated R, 115 minutes. Tagline: *Something evil is after Carla Moran and it will stop at nothing to get her.*

At first glance, it seems the upcoming VCS game has very little in common with the movie it's based on (especially after reading the IMDB.com entry for it), but after watching said movie, I can say it actually does. Amazingly, the local Blockbuster had it for rent (on VHS only? No DVD?!? What outrageousness!), so I decided to scrape off the shelf dust and give this celluloid "gem" a chance. It claims to be based on a real story, so it can't be that bad, right? Right??

For everyone's sake, I'll skip past recounting the multiple (and bizarre) rapes of one poor Carla Moran/ Barbara Hershey. At one point, some parapsychologists theorize that there must be different planes of existence, and that the Entity somehow crossed over into theirs. (***Editor's note: WHA?? Nice one, Hollywood.***) They devise a plan to trap it with liquid helium in a controlled environment (a replica of Carla's house), complete with sliding walls that form a safe area for her to run to. Yep, they use her as ghost bait. This part is largely what the game is based on.

The title font used in the game flyer is the same font that appears in the movie, and the Entity even makes an appearance, both as an arc of electricity, and as a swirling green "blob" - the latter undoubtedly being the inspiration for the game's Entity character design. I couldn't find any pictures online anywhere, so enjoy this little DP "exclusive."

As for the movie? Yeah, if you haven't guessed by now... it sucked (acting, writing, special effects...). It had some cool ideas going for it (e.g. ghost catching, a la *Ghostbusters*, or the liquid helium trap which played out very similar to the scene in *T2*), but *Poltergeist* did this movie much better a year later.



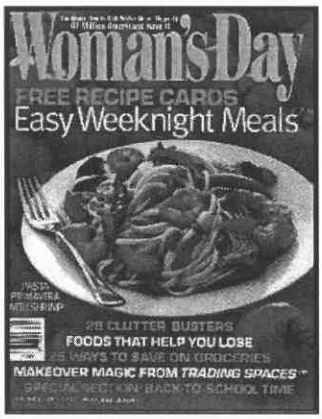
Editor's Note:

Check out Scott's screen captures on the very next page to "read" this exciting sci-fi/horror/thriller in convenient magazine form!

FYI gang, you can order this movie on VHS from Amazon.com for a mere $12.98. Just remember, you've been warned.

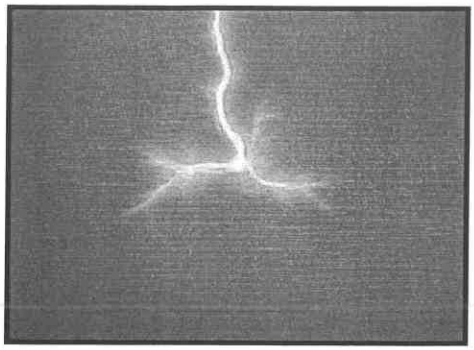
***FYI 2: If you just can't get enough of Sidney J. Furie flicks, you may remember him as the director of such hits as* Iron Eagle, Iron Eagle II, Iron Eagle IV, Superman IV: The Quest for Peace, *and 1992's Rodney Dangerfield vehicle,* Ladybugs.**

And finally if for some reason you can't get enough of Barbara Hershey flicks, there's a very good chance that you're reading the wrong publication. Put down this issue of DP and pick up the latest copy of* Woman's Day *instead.

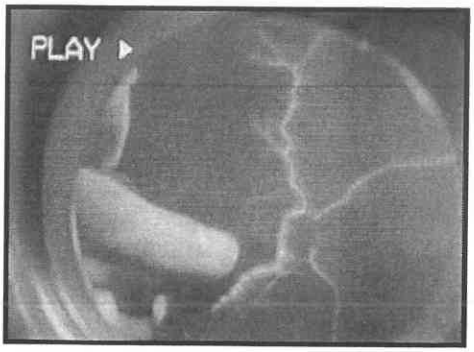


(Read from left to right, then continue down to the next line of screens.)

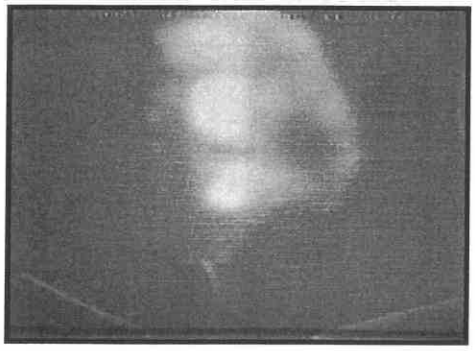
With a title font this cool, the movie has to ROCK! Right gang? RIGHT?!



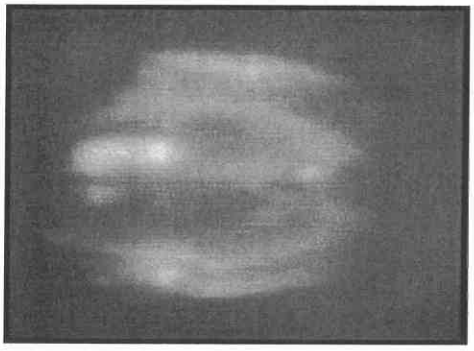
1981: cutting edge special effects!
2003: $15 novelty item, available at Spencer's.



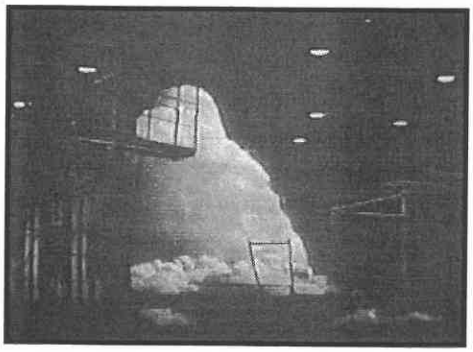
"in this photograph, you can clearly see a head and shoulders... if you're drunk."



Oh my god... what the HELL is THAT thing?!

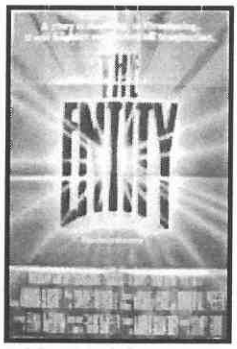


Take two: Oh... my... GOD! What the HELL is THAT thing?!

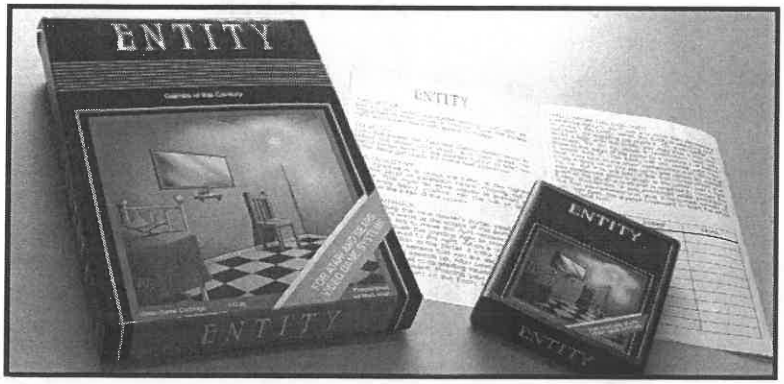


In the future, liquid helium will be used to preserve all your precious valuables.

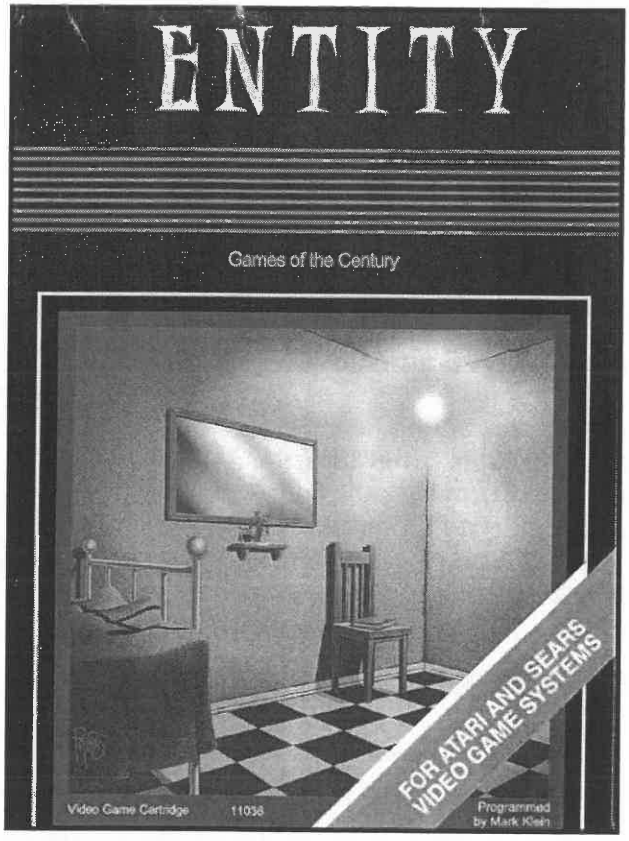
Just like the Death Star explosion! Ka-POW!!



Movie poster!



GE released ENTITY for the 2600 at CGE2K3! Check out the nifty box, cart, and struction manual. Check out the picture (right) for a better look at the Scott Ross (artist on Miner 2049er and Bounty Bob games!) box artwork.



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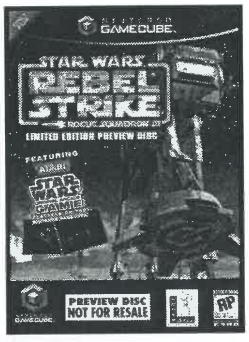
NOTE-WORTHY

Original STAR WARS arcade game now on GameCube!



Be sure to pick up the new demo disc for **Star Wars Rebel Strike** at your local gaming outlet. It's available as a preorder bonus for $5 and it contains the original Atari vector classic game in all its emulated glory. And remember, "use the Force, Luke." Which translates into "for extra bonus points, don't shoot the fireballs in the Death Star trench, Luke." Awesome.

Digital Eclipse set to deliver DEATH JR.

Our pals at Digital Eclipse are hard at work on a nifty new game by the name of **Death Jr.** We travelled to the San Diego Comic Con to get a first look at the game and are happy to report that it's pretty darned awesome. They even put together a cool comic illustrated by Ted Naifeh and written by Naifeh and Terri Selting. Grab your scythe and look for Death Jr. to warm over the XBox and PS2 in Summer 2004.

Digital Press is dedicated to the memory of my best friend and DP co-creator, Kevin Oleniacz.

Kevin's spirit will be with us through every homing missile fired, knockout punch delivered, UFO destroyed, and finish line crossed.

Play recklessly. Think positively. Live EVERY moment to the fullest.